

Defaults:	EP
+4 Superb	12
+3 Great	8
+2 Very Good	4
+1 Good	2
+0 Fair Attributes	1
-1 Mediocre	1
-2 Poor Most Skills	1

Most Gifts and some Skills are non-existent unless specified on the character sheet.

EP = Raising skills to that level from the previous level with Experience Points

Character Name: Henri Binét

Player:

Date Created: 1994

Unspent EP:

Fudge Points: 2

Character Story:

Henri was a doctor (by his father's choice) before joining the Musketeers. He's happier using an epee than a scalpel, though he'll happily fix up his fellows should they be hurt.

Henri is very fond of gourmet food, not quite to excess. He doesn't enjoy most jokes, but laughs to see an enemy in an awkward position.

Wounds:

1, 2
Scratch

3, 4
Hurt

5, 6
Very Hurt

7, 8
Incapacitated

9+
Near Death

Attributes:	Gifts:	Skills:
Wit Great	Patron: Captain of the Musketeers	Fencing Good
Will Fair	Status: Gentleman	Pistol Great
Charm Good	Literate	Musket Very Good
Agility Good	Rapid Healing	Knife Fair
Strength Fair		Acrobatics Good
Fitness Great		Acting Good
		Architecture Fair
		Diagnosis Good
		Diplomacy Good
		Disguise Good
		Forgery Mediocre
		Geography Very Good
		Haggle Fair
		History Good
		Move Quietly Good
		Physician Very Good
		Riding Good
		Theology Fair
		Languages:
		English Mediocre
		Latin Fair
Equipment:	Faults:	
Epee	Sense of Duty to your Companions	
Knife	Gentleman's Code of Honor	
Pistol (Dmg Potential: mid)	Duty to the King	
Musket (Dmg Pot: max+min)	Absent-Minded	
Cloak, Change of Clothes		
Belt Pouch		
Pistol Ammo: 20 rounds		
Musket Ammo: 20 rounds		
Doctor's Kit		

Defaults:	EP
+4 Superb	12
+3 Great	8
+2 Very Good	4
+1 Good	2
+0 Fair Attributes	1
-1 Mediocre	1
-2 Poor Most Skills	1

Most Gifts and some Skills are non-existent unless specified on the character sheet.

EP = Raising skills to that level from the previous level with Experience Points

Character Name: Louis Rédon

Player:

Date Created: 1994

Unspent EP:

Fudge Points: 1

Character Story:

Louis is a big, hearty, fun-loving soul. Of course, he's done everything, and tells anyone all about it at the drop of a hat. He was raised by an Arab nurse, and so picked up a few words of Arabic as well as some knowledge of the world beyond France. He's very interested in learning more, though partying is a high priority.

Wounds:

1, 2
Scratch

3, 4
Hurt

5, 6
Very Hurt

7, 8
Incapacitated

9+
Near Death

<u>Attributes:</u>	<u>Gifts:</u>	<u>Skills:</u>
Wit Mediocre	Patron: Captain of the Musketeers	Fencing Great
Will Good	Status: Gentleman	Pistol Good
Charm Good	Combat Reflexes (not easily surprised)	Musket Very Good
Agility Great	High Pain Threshold (no penalty at Hurt, only -1 at Very Hurt)	Knife Great
Strength Great		Brawl Great
Fitness Good		Acrobatics Very Good
		Carousing Very Good
		Climbing Good
		Gambling Good
		Geography Fair
		Haggle Fair
		Move Quietly Great
		Riding Good
		Streetwise Fair
		Tactics Fair
		Language: Arabic Mediocre
<u>Equipment:</u>	<u>Faults:</u>	
Epee (Strength Bonus)	Sense of Duty to your Companions	
Knife (Strength Bonus)	Gentleman's Code of Honor	
Pistol (Dmg Pot: mid)	Duty to the King	
Musket (Dmg Pot: max+min)	Semi-Literate	
Cloak, Change of Clothes	Boaster	
Belt Pouch	Curious	
Pistol Ammo: 20 rounds		
Musket Ammo: 20 rounds		

Defaults:	EP
+4 Superb	12
+3 Great	8
+2 Very Good	4
+1 Good	2
+0 Fair Attributes	1
-1 Mediocre	1
-2 Poor Most Skills	1

Most Gifts and some Skills are non-existent unless specified on the character sheet.

EP = Raising skills to that level from the previous level with Experience Points

Character Name: Jean-Luc Bénôit

Player:

Date Created: 1994

Unspent EP:

Fudge Points: 1

Character Story:

Jean-Luc, although from a good family, started out on the wrong foot. He spent a fair bit of time as a petty thief before repenting of his ways and joining the Musketeers.

He is now committed to the King and his companions, but is not so proud that he won't visit low-class bars still. He whittles things in his spare time.

Wounds:

1, 2
Scratch

3, 4
Hurt

5, 6
Very Hurt

7, 8
Incapacitated

9+
Near Death

Attributes:	Gifts:	Skills:
Wit Fair	Patron: Captain of the Musketeers	Fencing Very Good
Will Very Good	Status: Gentleman	Pistol Great
Charm Great	Literate	Musket Fair
Agility Great	Combat Reflexes	Knife Very Good
Strength Mediocre	Knowledge of low-life brawling techniques and other unsavory things . . .	Brawling Very Good
Fitness Good		Acrobatics Good
		Carousing Good
		Climbing Good
		Gambling Fair
		Knowledge of Paris Very Good
		Lockpicking Good
		Move Quietly Superb
		Riding Fair
		Shadowing Good
		Streetwise Great
		Whittling Fair
		Languages:
		Italian Good
		Dutch Mediocre
		English Mediocre

Equipment:

Epee
Knife
Pistol (Dmg Pot: mid)
Musket (Dmg Pot: max+min)

Cloak, Change of Clothes

Belt Pouch
Pistol Ammo: 20 rounds
Musket Ammo: 20 rounds

Lockpicks

Faults:

Sense of Duty to your Companions
Gentleman's Code of Honor
Duty to the King
Compulsive Carouser
Overconfidence

Defaults:	EP
+4 Superb	12
+3 Great	8
+2 Very Good	4
+1 Good	2
+0 Fair Attributes	1
-1 Mediocre	1
-2 Poor Most Skills	1

Most Gifts and some Skills are non-existent unless specified on the character sheet.

EP = Raising skills to that level from the previous level with Experience Points

Character Name: Philippe du Monde

Player:

Date Created: 1994

Unspent EP:

Fudge Points: 1

Character Story:

Philippe is from the Normandy countryside, but has relatives in Southern France. He grew up tramping through the woods and mountains of rural France. Like most country folk, he is very religious, though not to the point of interfering with having a good time.

Philippe is an open fellow, not naturally given to intrigue or deviousness.

Wounds:

1, 2
Scratch

3, 4
Hurt

5, 6
Very Hurt

7, 8
Incapacitated

9+
Near Death

Attributes:	Gifts:	Skills:
Wit Fair	Patron: Captain of the Musketeers	Fencing Great
Will Mediocre	Status: Gentleman	Pistol Very Good
Charm Fair	Literate	Musket Good
Agility Superb	Animal Empathy	Knife Fair
Strength Very Good	Combat Reflexes (not easily surprised)	Acrobatics Great
Fitness Great		Animal Handling Good
		Area Knowledge of France Good
		Climbing Great
		Falconry Fair
		First Aid Fair
		Move Quietly Very Good
		Naturalist Fair
		Navigation Fair
		Riding Very Good
		Outdoor Survival Good
		Swimming Good
		Theology Mediocre
		Tracking Good
		Language: English Fair
Equipment:	Faults:	
Epee (Strength Bonus)	Sense of Duty to your Companions	
Knife (Strength Bonus)	Gentleman's Code of Honor	
Pistol (Dmg Pot: mid)	Duty to the King	
Musket (Dmg Pot: max+min)	Impulsive	
Cloak, Change of Clothes	Very Religious: always prays 10 min at dawn, noon, and sunset	
Belt Pouch		
Pistol Ammo: 20 rounds		
Musket Ammo: 20 rounds		
10 yards of rope		
Compass		
First Aid kit		

Defaults:	EP
+4 Superb	12
+3 Great	8
+2 Very Good	4
+1 Good	2
+0 Fair Attributes	1
-1 Mediocre	1
-2 Poor Most Skills	1

Most Gifts and some Skills are non-existent unless specified on the character sheet.

EP = Raising skills to that level from the previous level with Experience Points

Character Name: Jacques Le Chapelier

Player:

Date Created: 1994

Unspent EP:

Fudge Points: 1

Character Story:

Jacques spent a fair bit of time in the Mediterranean area, and has picked up an Italian easy-going attitude. He's rarely depressed or even discouraged.

Jacques is fond of things involving gunpowder – perhaps he has a very slight tendency to pyromania. He loves to watch things blow up, and is very appreciative of finely made guns.

Wounds:

1, 2
Scratch

3, 4
Hurt

5, 6
Very Hurt

7, 8
Incapacitated

9+
Near Death

<u>Attributes:</u>	<u>Gifts:</u>	<u>Skills:</u>
Wit Good	Patron: Captain of the Musketeers	Fencing Good
Will Fair	Status: Gentleman	Pistol Great
Charm Great	Literate	Musket Great
Agility Good	Ambidexterity	Knife Good
Strength Good		Demolitions Great
Fitness Very Good		Acrobatics Good
		Area Knowledge of Europe Good
		Boating Good
		Haggle Fair
		Move Quietly Very Good
		Riding Good
		Swimming Good
		Tactics Very Good
		Theology Fair
		Languages:
		Spanish Fair
		Italian Fair
<u>Equipment:</u>	<u>Faults:</u>	
Epee	Sense of Duty to your Companions	
Knife	Gentleman's Code of Honor	
Pistol (Dmg Pot: mid)	Duty to the King	
Musket (Dmg Pot: max+min)	Squeamishness (doesn't like yucky things)	
Cloak, Change of Clothes	Obnoxiously cheerful (always trying to see the bright side of everything – except yucky things, of course)	
Belt Pouch		
Pistol Ammo: 20 rounds		
Musket Ammo: 20 rounds		
Three Grenades		

Defaults:	EP
+4 Superb	12
+3 Great	8
+2 Very Good	4
+1 Good	2
+0 Fair Attributes	1
-1 Mediocre	1
-2 Poor Most Skills	1

Most Gifts and some Skills are non-existent unless specified on the character sheet.

EP = Raising skills to that level from the previous level with Experience Points

Character Name: Danielle d'Essart

Player:

Date Created: 1994

Unspent EP:

Fudge Points: 1

Character Story:

Danielle is generally a mystery to those that meet her, and she prefers to keep it that way. (The GM will tell you who your Patron is – don't let the others know.)

She is quite dedicated to this patron, though she's not above making a little profit of her own from anything she learns on a mission.

Wounds:

1, 2
Scratch

3, 4
Hurt

5, 6
Very Hurt

7, 8
Incapacitated

9+
Near Death

Attributes:	Gifts:	Skills:
Wit Great	Patron: Powerful Person	Acting Good
Will Fair	Status: Lady	Area Knowl: Europe Good
Charm Great	Literate	Area Knowl: France Good
Agility Good	Beautiful	Detect Lies Fair
Strength Mediocre	Luck (reroll a bad roll twice per game)	Dancing Good
Fitness Fair		Disguise Great
		Forgery Good
		Knife Fair
		Lip Reading Fair
		Lockpicking Good
		Pistol Fair
		Poisons Fair
		Political Situation Good
		Savoir-Faire Very Good
		Sex Appeal Good
		Shadowing Great
		Theology Fair
		Languages:
		English Very Good
		Spanish Good
		German Mediocre
		Italian Good
<u>Equipment:</u>	<u>Faults:</u>	
Knife	Duty to your patron	
Holdout Pistol (Dmg Pot: mid -1)	Phobia of Mice	
Cloak, 3 Changes of Clothes	Greedy	
Lockpicks	Compulsive Flirt	
Pistol Ammo: 4 rounds		
Vial of Poison: 1 dose		
Vial of Sleeping Potion: 1 dose		